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Season 6: Balance, Battle Healer, Classic Decks - December 2019 Update

November 30, 2019 · 4 min read

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Season 6: Clashmas



- 3 New Emotes: Nutcracker, Tree Hog (Pass Royale), Santa Giant (Challenge Reward)

- 3 Tower Skins:
 - Gingerbread Tower (Shop Dec 23)
 - Clashmas (Pass Royale: fireplace and presents)
 - Free Igloo tower skin for ALL players at Tier 24

Balance Changes

There will be 6 balance changes in total this season.

Balance Changes December 2019 Season 6



 <p>HIT POINTS +5% 1382 → 1452</p>	 <p>HIT SPEED 2.0 s → 1.3 s 1.5 s → 1.3 s 1.0 s → 1.3 s</p>	 <p>DEPLOY TIME 3 s → 2 s STAGGER TIME 0.15 s → 0.5 s</p>	 <p>WAVES 1 → 3 DMG +23%</p>	 <p>HITPOINTS 960 → 1010 DAMAGE 259x2 → 140x2 HIT SPEED 2.5 s → 2.4 s RANGE 4 - 5 → 4.5 - 6.5 PROJECTILE RADIUS 0.8 → 1.0</p>	 <p>DMG RADIUS 1.0 DAMAGE -49% 220 → 111 HIT SPEED +35% 1.7 s → 1.1 s</p>
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RoyaleAPI.com/blog/season6





Numbers for damage and hit points denote those of tournament-standard card levels

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These balances will go live at the beginning of the December season (Season 6).

-  **Knight**
 - Hit Points
 - +5%
 - 1382 → 1452
-  **Elixir Golem**
 - Hit Speed (interval)
 - 2.0 s → 1.3 s (Golem)

- 1.5 s → 1.3 s (Golemite)
- 1.0 s → 1.3 s (Blob)
-  **Three Musketeers**
 - Deploy Time
 - 3 s → 2 s
 - Stagger Time
 - 0.15 s → 0.5 s
-  **Arrows**
 - Waves
 - 1 → 3
 - Damage:
 - +23%
-  **Executioner**
 - Hit Points
 - 960 → 1010
 - Damage:
 - 259x2 → 140x2
 - Hit Speed:
 - 2.5 sec → 2.4 sec
 - Range:
 - 4-5 → 4.5-6.5
 - Projectile Radius
 - 0.8 → 1.0
-  **Witch**
 - Area Damage Radius:
 - 1.0
 - Damage
 - -49%
 - 220 → 111
 - Hit Speed
 - +35%
 - 1.7 sec → 1.1 sec

Key Takeaways from the [Designer Blog](#) by Supercell:

- Primary focus when balancing cards is to get them to 4-12% use rate and 45-55% win rate
- Statistically balanced cards sometimes lead to a downward turn for the meta
- Metagame is not fun when powerful area-damage ranged attackers are prevalent
- Balances should not fundamentally change the function of a card, thus the Witch will have her area damage back
- Halted in-progress reworks for other area damage attackers (Bomber, Bowler, Wizard, etc)
- Planned reworks for Arrows and Heal to be implemented over the next few months.

Battle Healer




Battle Healer

Level 9

RARITY

Rare

TYPE

Troop



1/200

 <div>Damage</div> <div>123</div>	 <div>Damage per second</div> <div>82</div>
 <div>Hitpoints</div> <div>1584</div>	 <div>Hit Speed</div> <div>1.5sec</div>
 <div>Targets</div> <div>Ground</div>	 <div>Speed</div> <div>Medium</div>
 <div>Range</div> <div>Melee: Long</div>	




Showing Challenge Levels

- New Rare card
- 4 Elixir
- Heals herself
- Heals Friendly troops
- Although hovering troops were intended to be introduced in the upcoming Season 6, Supercell has decided to keep Battle Healer and Royal Ghost as ground troops.



Card Boost

The card boost will be **activated** for the duration of the season **once you have unlocked the Battle Healer**. The card that gets boosted is not user selectable and is decided by the game only. It comes as a free feature that everyone can enjoy.

4



Battle Healer



29min 51sec





1/200

CARD LEVEL BOOST

The card will be boosted to your King Level For the duration of the season.

Game Rule Changes

- All games will now be **5 minutes long**
- Overtime still lasts for 2 minutes, with **3x Elixir generation in the last minute.**

Time	Elixir	Phase
1 min	1x	
2 min	1x	
3 min	2x	
4 min	2x	Overtime
5 min	3x	Overtime

Creator Codes

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RoyaleAPI

WORKS IN CLASH ROYALE,
CLASH OF CLANS,
BRAWL STARS



Support a Supercell Creator



Enter Creator Code



- Support us with **RoyaleAPI**
- Works in Clash Royale, Clash of Clans and Brawl Stars
- Remember to enter again after 7 days
- Creators get a percentage of the sales when players spend on Pass Royale and purchasing gems at the shop.
- Purchasing items with gems e.g. spending 250 gems on emotes will not contribute to the creators. This differs from the Brawl Stars creator codes, where creators get the benefit when the player makes purchases with their gems.

Classic Decks

Classic Decks December 2019 Season 6

Prince Bait 3.8 11.0 <small>AVG ELIXIR 4-CARD CYCLE</small>	Cold Dead Hands 3.8 12.0 <small>AVG ELIXIR 4-CARD CYCLE</small>	Spark the Goblin 4.4 13.0 <small>AVG ELIXIR 4-CARD CYCLE</small>
Ram Rushers 3.1 9.0 <small>AVG ELIXIR 4-CARD CYCLE</small>	P.E.K.K.A. Ram 3.9 12.0 <small>AVG ELIXIR 4-CARD CYCLE</small>	Royal Pain 4.0 12.0 <small>AVG ELIXIR 4-CARD CYCLE</small>

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Prince Bait

Prince, Goblin Gang, Goblin Barrel, Dart Goblin, Rascals, Princess, The Log, Rocket

Prince Log Bait



 3.8

 11.0



Cold Dead Hands

Graveyard, Cannon Cart, Ice Wizard, Baby Dragon, Goblin Cage, Barbarian Barrel, Tornado, Poison

GY IWiz BBD Cart





3.8



12.0



Spark the Goblin

Goblin Giant, Goblin Cage, Dark Prince, Electro Wizard, Sparky, Mega Minion, Giant Snowball, Lightning

GobG DP EWiz MegaM



4.4



13.0



Ram Rushers

Ram Rider, Bandit, Lumberjack, Musketeer, Giant Snowball, Barbarian Barrel, Ice Golem, Minions

RamRider Bandit





3.1



9.0



P.E.K.K.A Ram

Pekka, Minions, Battle Ram, Electro Wizard, Dark Prince, Bandit, Zap, Poison

Pekka DP EWiz Bridge Spam



3.9

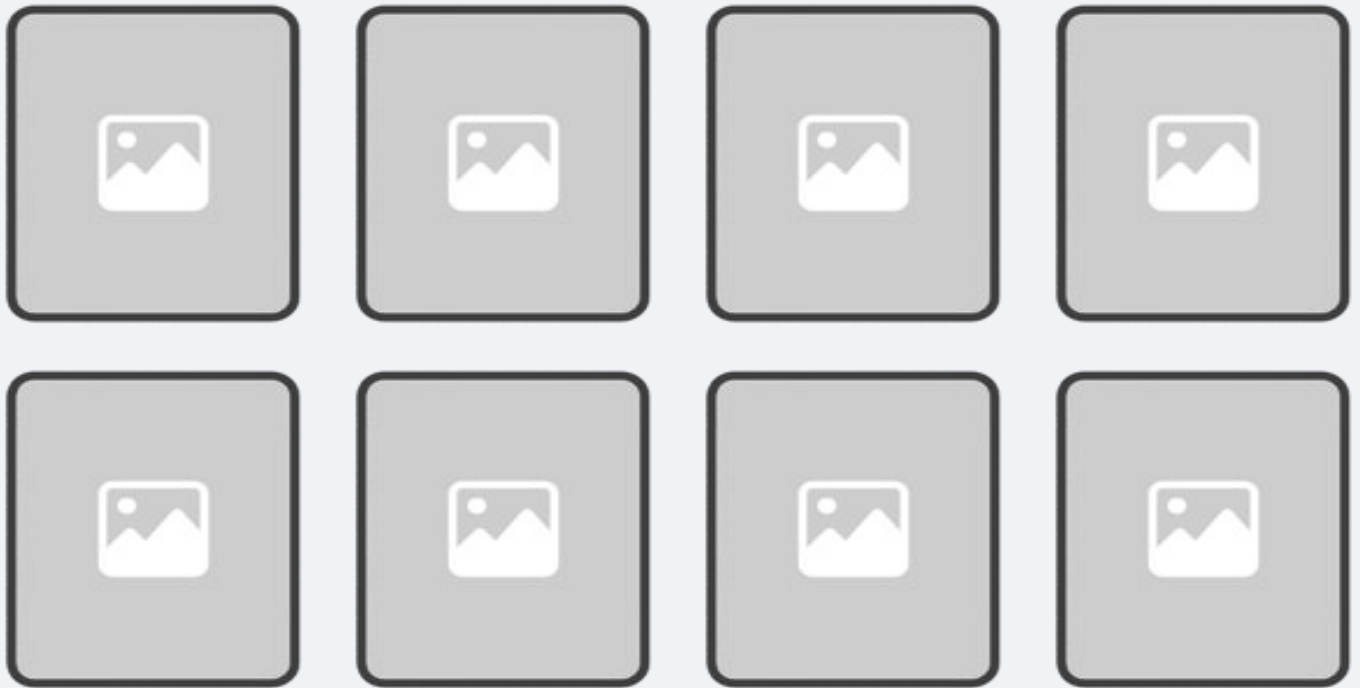


12.0



Royal Pain

Royal Giant, Electro Wizard, Baby Dragon, Mega Minion, Furnace, Guards, Barbarian Barrel, Lightning



4.0



12.0



Clan War Game Modes

- 1v1
 - Sudden Death (Ladder)
 - Classic Decks
 - Triple Draft
- 2v2
 - Triple Elixir
 - Draft

New Card Info Screens

- Card previews in the arena
 - Examples of how and how not to use a card
 - More space for stats and in-depth info
 - New artworks for cards
-

Mega Touchdown

Banned:

- Hog Rider
- Royal Hogs
- Ram Rider
- Freeze

2v2 Touchdown Draft

- Each player now receives one “fast runner” (e.g. Hog Rider) and a “big runner” (e.g. Giant)

Originally published on November 21 with Balance Revert, revised with more new info

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